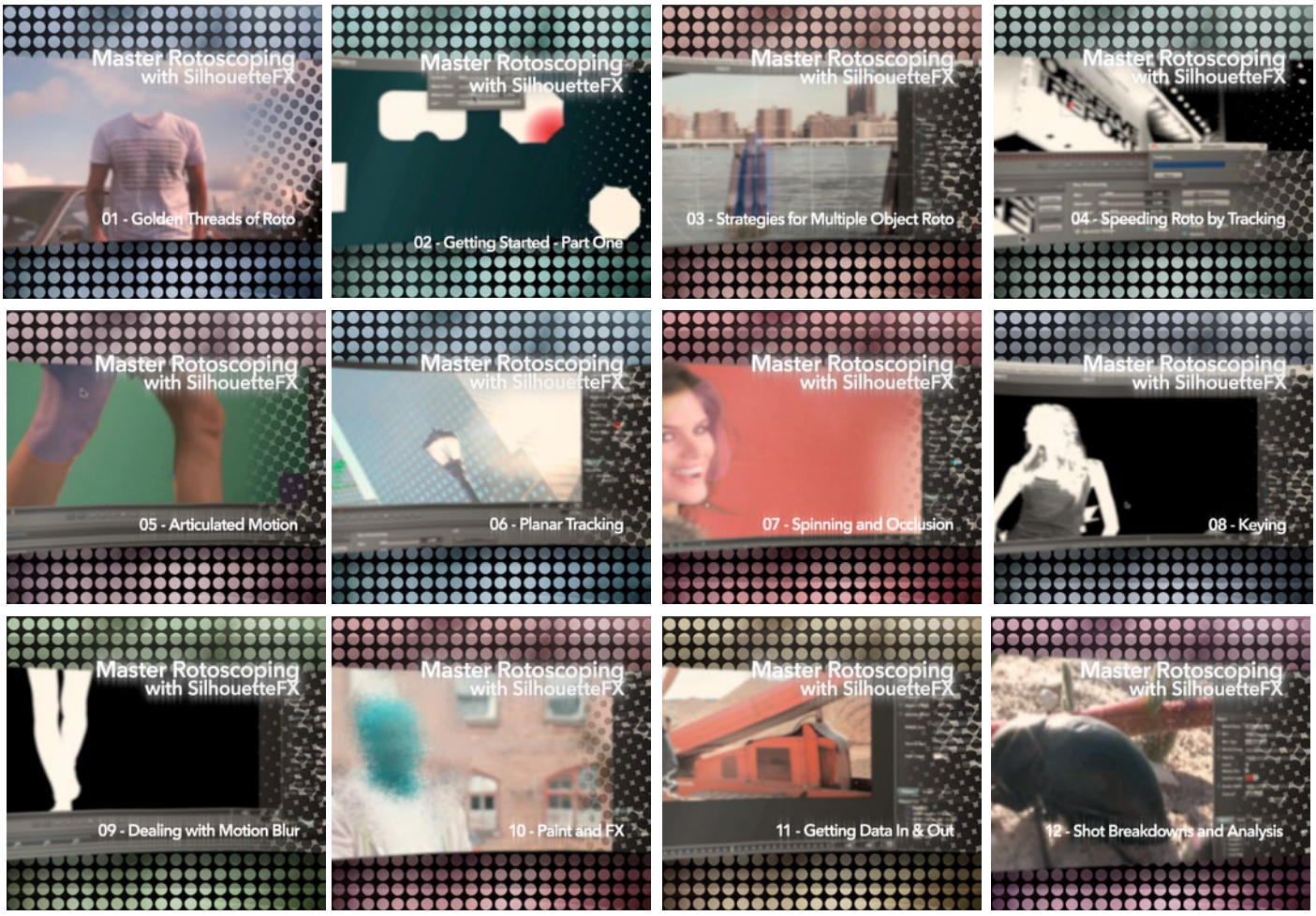
Master Rotoscoping with SilhouetteFX

Presented by Ben Brownlee



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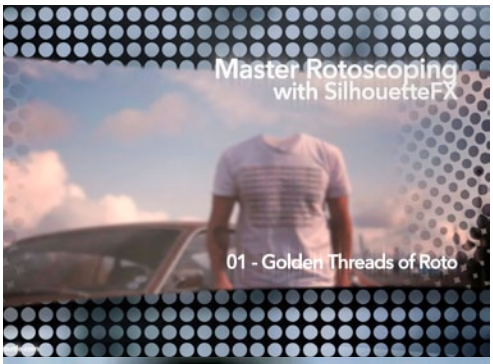
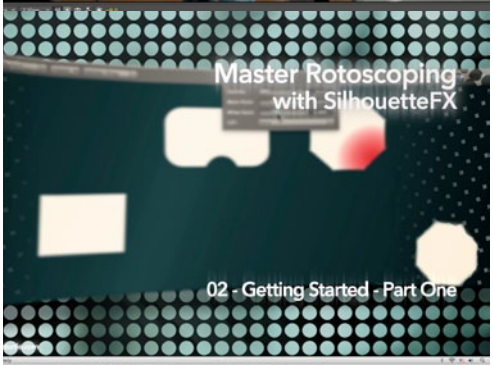
Exercise 1 - Golden Threads of Roto (4:35 min)



Project objectives:

- ➲ **Learn Ben's Five Golden Threads of Roto.**
- ➲ **Get a firm basis for the rest of the course.**
- ➲ **Preview some of the videos we will work on throughout the couse.**

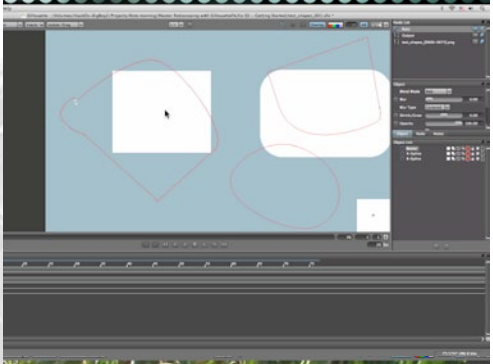
Exercise 2 - Getting Started Part One (39:49 min)



Project objectives:

- ➲ **Get a lightning start with SilhouetteFX's user interface.**
- ➲ **Explore the different roto tools, including the Bezier, B-Spline & X-Spline tools.**
- ➲ **Reduce working time by smart placement of key-frames.**
- ➲ **Break down complex shapes into simpler ones to speed working and increase accuracy.**
- ➲ **Combine various roto splines with different blend modes.**

Part Two (22:41 min)



Project objectives:

- ➲ **Continue to roto more complex shapes and motion.**
- ➲ **The importance of using layer groups.**
- ➲ **Separating camera movement and object motion.**
- ➲ **Why we should stabilize the shot, even if it does not lead to fewer keyframes.**

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Exercise 3 - Strategies for Multiple Object Roto (32:07 min)

Project objectives:

- ➲ **Analyse and break apart a scene, for example to create a depth map for effects or 3D conversion.**
- ➲ **Identify the fewest and simplest objects in each depth plane. Where should you start?**
- ➲ **Become more comfortable with the roto tools and the various options available.**
- ➲ **Explore combining splines shapes within layers, and how to animate shape layers.**
- ➲ **First steps into managing out of focus and blurred objects.**

Exercise 4 - Speeding Roto by Tracking (22:40 min)

Project objectives:

- ➲ **Why should you use motion tracking?**
- ➲ **Work the Point Tracker.**
- ➲ **Improve the quality of the tracks by pre-processing your footage.**
- ➲ **Using multiple trackers to increase accuracy.**
- ➲ **Applying tracking data to multiple objects.**
- ➲ **Point tracking for position, scale and rotation.**
- ➲ **What to do when trackers fail.**

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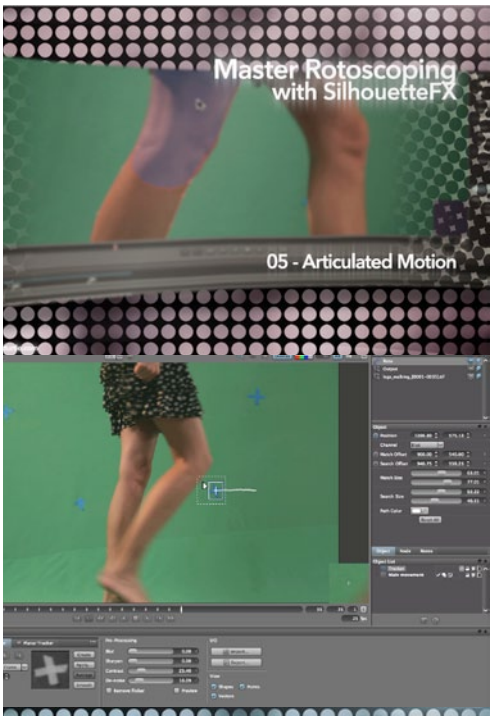
Exercise 5 - Articulated Motion (40:43 min)



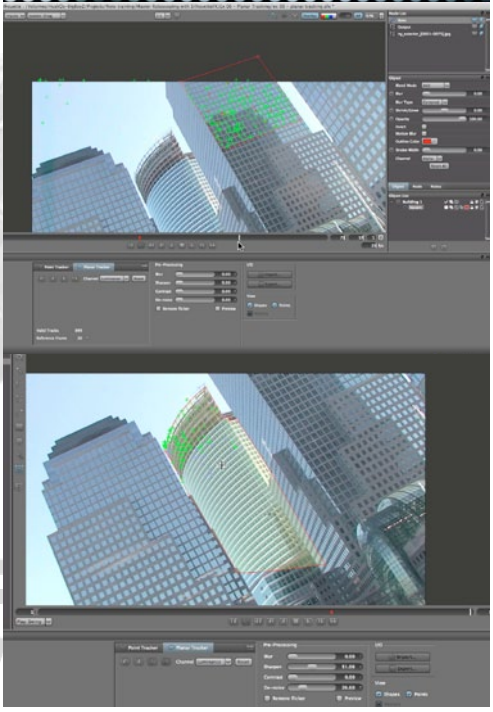
Project objectives:

- ➲ **Why not to use complex shapes.**
- ➲ **Analyse human movement and see where the trouble areas will be.**
- ➲ **Track out camera movement.**
- ➲ **Handle tracking when the object becomes obscured.**
- ➲ **Create roto splines for legs and how to create simple seamless masks.**
- ➲ **When to reshape the spline instead of moving it.**
- ➲ **Further techniques to deal with motion blur**

Exercise 6 - Planar Tracking (24:24 min)

Project objectives:

- ➲ **Add new format presets to suit your workflow.**
- ➲ **What is Planar Tracking?**
- ➲ **When is Planar Tracking most useful?**
- ➲ **What are the best shapes to track.**
- ➲ **Stop fighting problem tracking data.**
- ➲ **Learn to separate tracking and shape data.**
- ➲ **Speed up your roto when objects distort.**



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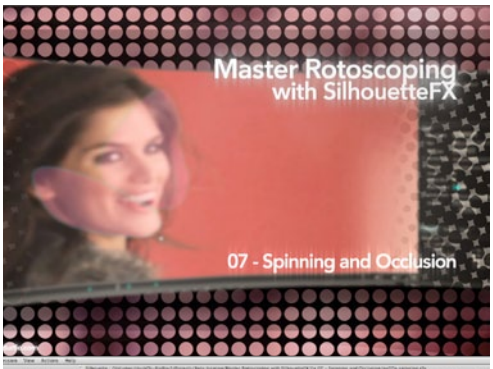
Exercise 7 - Spinning and Occlusion (37:17 min)



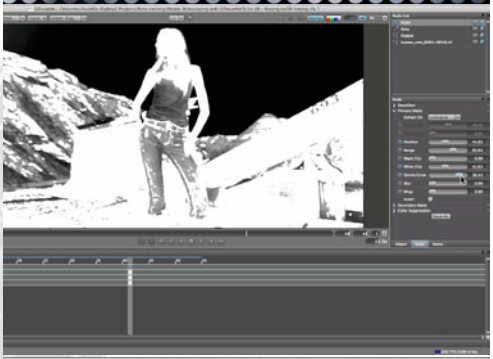
Project objectives:

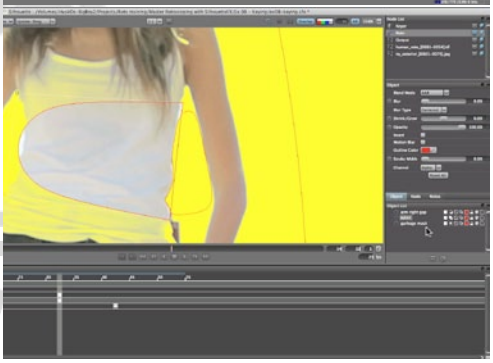
- ➲ **See the problem with objects that spin or turn.**
- ➲ **Find areas to track when the more obvious places are unavailable.**
- ➲ **Break down the elements in a face, to easily deal with objects that disappear and reappear.**
- ➲ **When you should add more shapes instead of using existing ones.**
- ➲ **Use Multiframe to correct errors made across an entire section.**

Exercise 8 - Keying (25:42 min)

Project objectives:

- ➲ **Revisit the Golden Threads to see why using a key often makes more sense than manual rotoscoping.**
- ➲ **Explore the different types of key available.**
- ➲ **Create a slap comp to check your work.**
- ➲ **Combine keys and roto splines.**
- ➲ **How to layer your shapes to do the least work possible.**
- ➲ **Improve your result by using multiple keyers.**
- ➲ **Find the limitations of the keyer and what to do after that.**





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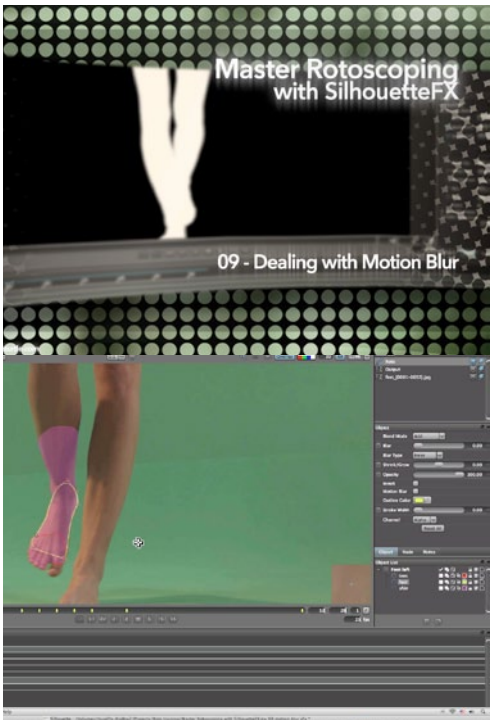
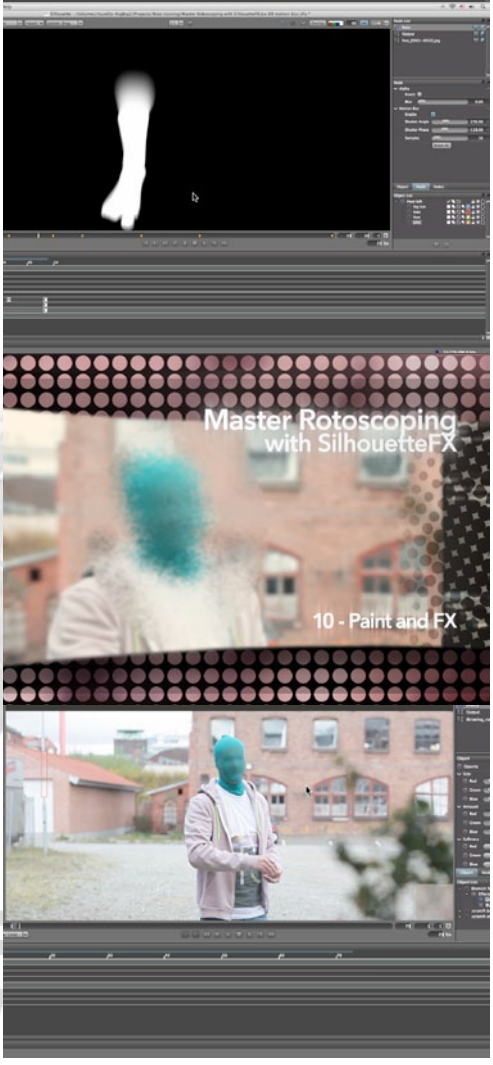
Exercise 9 - Dealing with Motion Blur (22:34 min)



Project objectives:

- ➲ Use the keyer to remove greenscreen.
- ➲ Create complex rotosplines in areas without greenscreen.
- ➲ Roto legs and feet.
- ➲ Analyse the footage to decide where to place the fewest number of shapes.
- ➲ How to animate complex shapes with bezier splines and avoid common errors.
- ➲ Use edge feathering to blend roto and keyed elements together.
- ➲ Work with SilhouetteFX's built-in motion blur controls. Strategies for matching the natural motion blur in the footage.

Exercise 10 - Paint & FX (51:49 min)



Project objectives:

- ➲ Explore the Effects node.
- ➲ Take a guided tour through the different effects.
- ➲ Quickly remove objects in the scene without using Paint tools.
- ➲ Obscure different elements to remove faces or branding, with Color and Blur.
- ➲ Stop these elements from standing out, through the use of the Grain effect.
- ➲ See Ben's Pain/Reward scale when creating alpha channels.
- ➲ Check out the Paint node and see some similarities with the Effects node.
- ➲ Set up Clone brushes to effortlessly paint out un-wanted objects.
- ➲ Get the most out of your Wacom tablet.
- ➲ Clean up your alpha channels.
- ➲ Avoid the Gotchas of paint.

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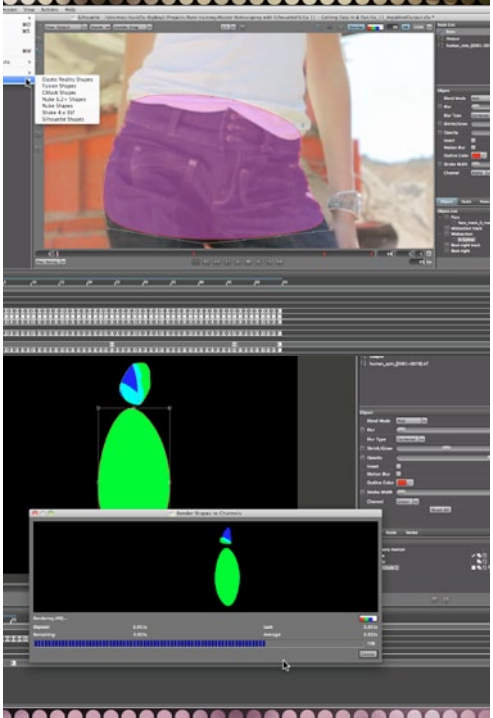
Exercise 11 - Getting Data In and Out (22:51 min)

Project objectives:

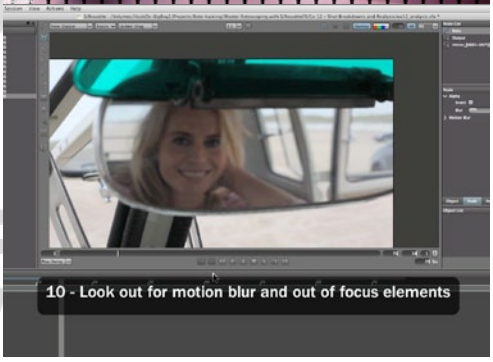
- ➲ What data can be exchanged in SilhouetteFX?
- ➲ Different tracking data that can be used from Imagineer Systems mocha.
- ➲ Create a simple point track out of corner pin data.
- ➲ Importing Shape data from other applications.
- ➲ See the differences between taking out shape data and rendering out mattes.
- ➲ Speed up the rendering of multiple shapes.



Exercise 12 - Shot Breakdowns and Analysis (20:29 min)

Project objectives:

- ➲ Save time with the Top Ten for Shot Analysis.
- ➲ Revisit some clips we have used, and how to approach them with the skills we have learned.
- ➲ Use open shapes to create fine details.
- ➲ Discuss how to deal with loose cloth or any soft shapes.
- ➲ Final wrap-up.



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Included footage files

Ex 01:
- **No files included.**

Ex 02:
- **Test Shapes**
- **Beetle**

Ex 03:
- **Bridge**

Ex 04:
- **Signage_1**

Ex 05:
- **legsWalking**

Ex 06:
- **ny_exterior**

Ex 07:
- **Human Spin**

Ex 08:
- **Human roto**

Ex 09:
- **Feet**

Ex 10:
- **multiLayerKeys**

Ex 11:
- **Re-uses previous footage**

Ex 12:
- **Re-uses previous footage**